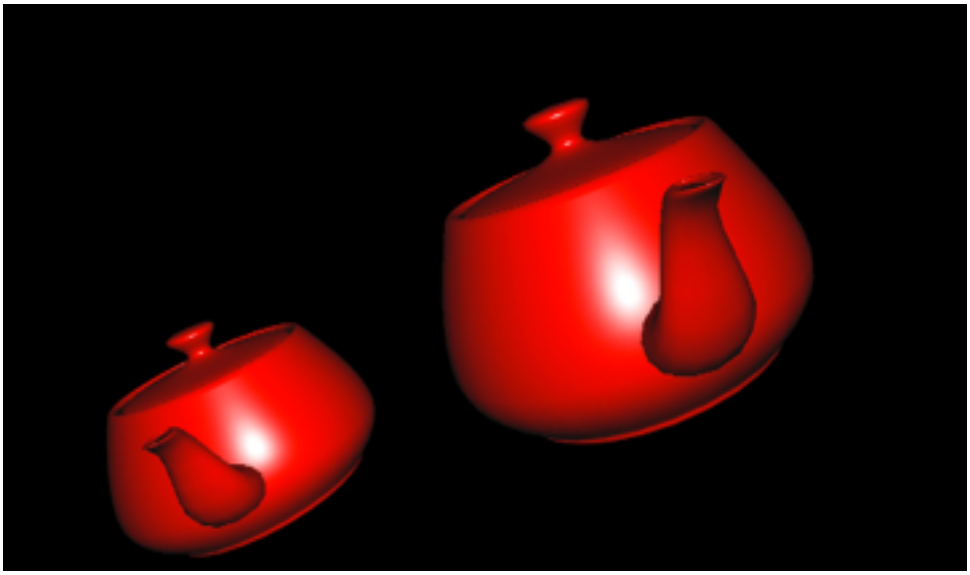
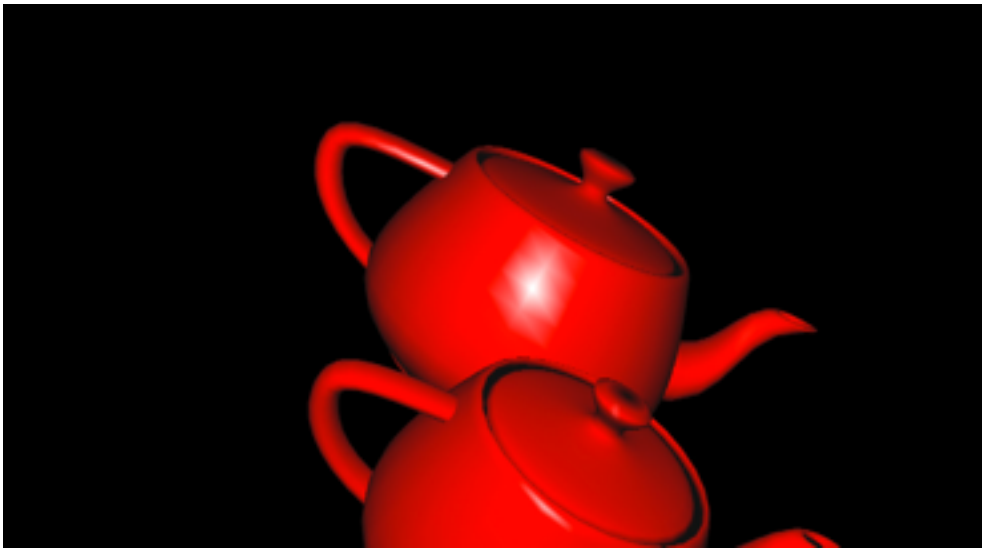
Project 3 Report

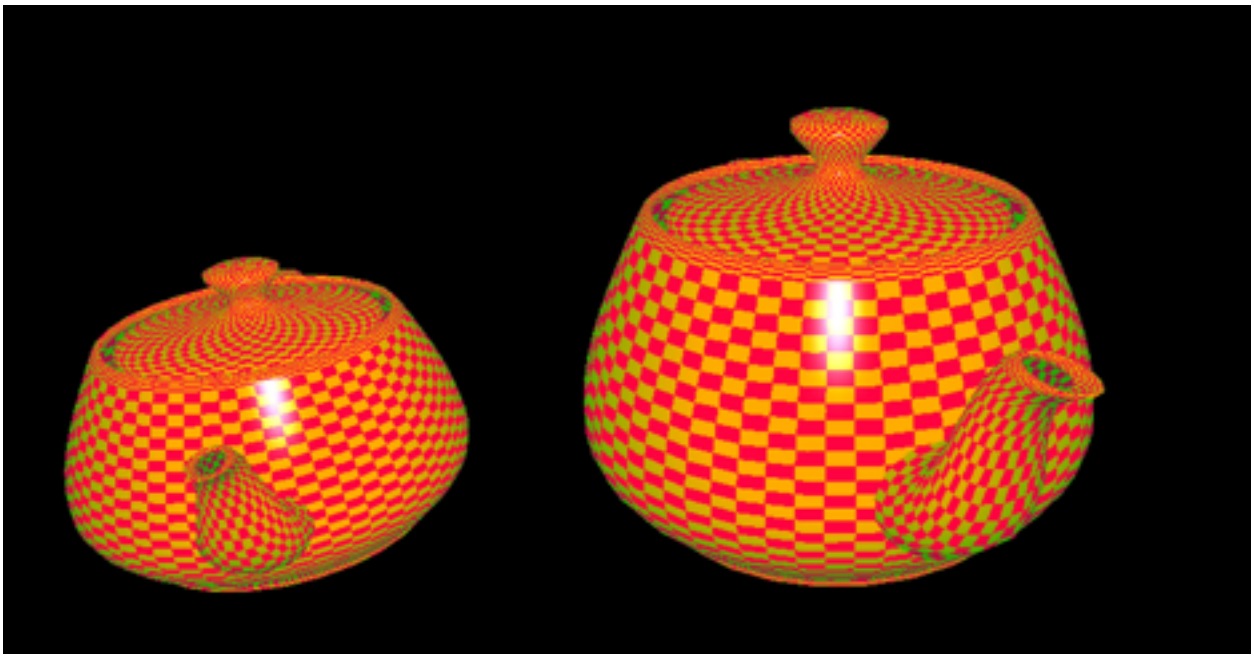
1. Description: In this project assignment, I implement Gouraud Shading(required), Blinn-Phong Shading(optional 2), Checkerboard pattern for both Gouraud Shading and Blinn-Phong Shading(optional , as well as normal shading.
2. Blinn-Phong Shader:



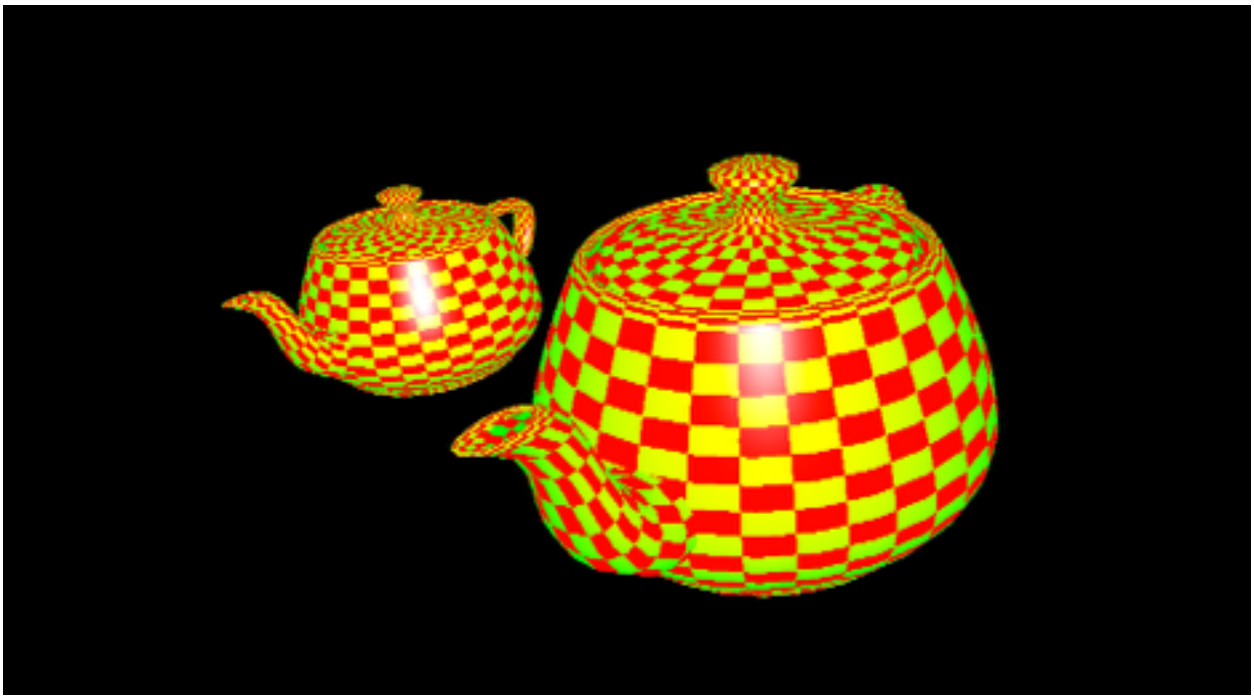
Gouraud Shader:



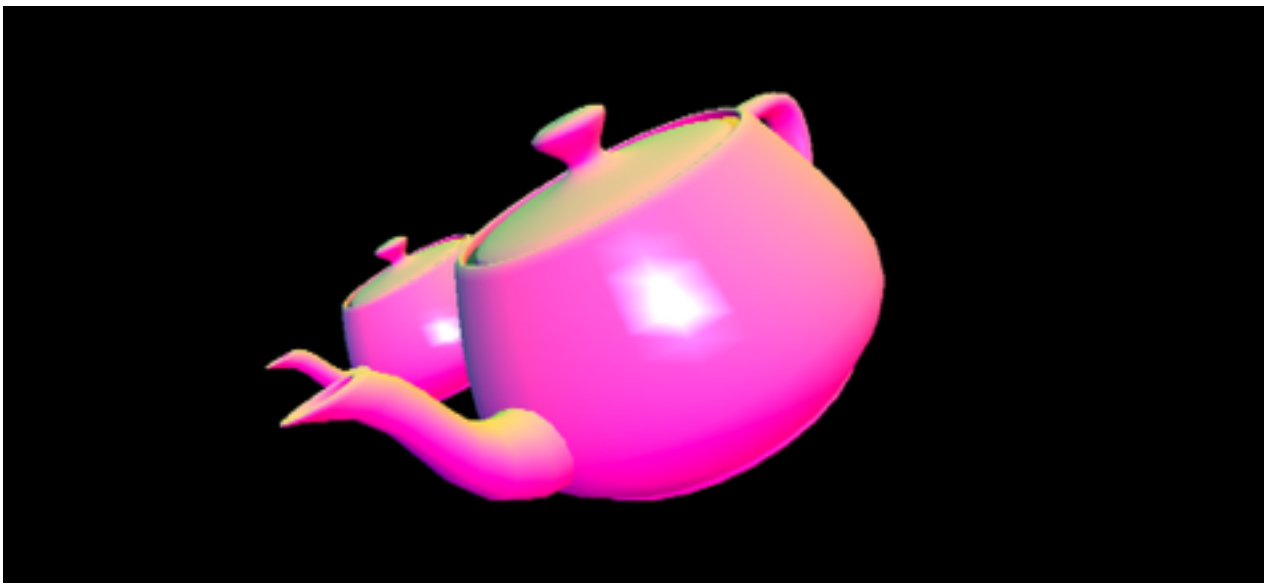
Checkerboard Pattern for Gouraud Shading:



Checkerboard Pattern for Blinn-Phong Shading:



Normal Shading:



3. How to run program:
Press ‘a’: show Gouraud Shader
Press ’s’: show Blinn-Phong Shader
Press ‘d’: show Checkerboard texture with Gouraud Shader
Press ‘f’: show Checkerboard texture with Blinn-Phong Shader
Press ‘g’: show normal shading with Gourand Shader